DYBEX

ATARI XL/E

Elite Games

SIMULTANEOUS TWO PLAYER OPTION

£2.99

ATARI XL/XE

ATARI SCREEN SHOTS

Battle on your own or with a friend through the planets of the Czokan system to your final destination – Zybex. The great variety of weird and wonderful weapons ensures there are hundreds of variations on blasting your opponents to oblivion.

Atari Program – Brian Jobling

Game Design – Michael Owens & Kelvin Franklin

Graphics – Michael Owens

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ATARI LOADING INSTRUCTIONS

Switch OFF computer. Hold down START and OPTION keys and switch ON computer. Press PLAY on the cassette recorder and press any key.

This game is just too good to believe and is about the best arcade game you can imagine. Brilliant graphics, superb music and sound effects, and the kind of slick gamesplay that will have you itching for just one more go. The story has two rebels, Rinser and Cassalana, on an almost suicidal mission to escape the nightmare that is Death Row. To earn a stay of execution they must penetrate the very heart of many strange worlds and collect from each a teleport crystal. Each crystal gives access to another fantastic world until the excited player reaches the Restricted Levels and the ultimate challenge – Zybex itself. The last, Zybex crystal, is all-powerful, and will ensure your captors remove the death rings from your necks. Shoot your way through the bizarre and colourful aliens and find exotic weapons whose differing powers are a joy to discover and use. Each weapon delivers an ever more powerful blast as you pick up more of the same weapon type.

CONTROLS

JOYSTICK

1 **ICONS** and **FIRE** select one or two players

2 Run through alternative player colours by pressing **FIRE** when over man/woman icon

3 Do not engage **AUTOFIRE** on sophisticated joysticks

4 **S – STARTS** the game

5 Weapons fire automatically

KEYBOARD

SELECT to **PAUSE** game

START to restart

Pressing **OPTION** while game pauses takes you back to the title screen

The game always begins on the first level, Arcturus, and each level sees you start with the Orbit Weapon. This bullet-firing gun begins on Fire Power 1 but can be further developed to deliver a constant stream of missiles when the player has the maximum (2) orbiting defence pods. The other weapons are the 8-Way, the Pulse, the Wall, and the Rail Gun. This last can be developed into a long pole which cannot be stopped. All these weapons begin on Fire Power 1 but by picking up weapons of the same type each can have its power increased up to Fire Power 4.

Fireballs and asteroids cannot be destroyed. At the end of most levels lies a commandship which is difficult to eliminate. The heads of these craft are vulnerable.

When killed the player looses one Fire Power from the weapon carried at the time and assuming there are some spare lives, a new life has the player invulnerable to collision for a few seconds (while the figure flashes).

Extra lives lie in the floating suits and after every 10,000 points. Bonus points, represented by a large floating B, are added up at the end of each level.